

What is claimed is:

1. A method of playing a game, using a plurality of trading cards, each card designating a "game player", "game event" or other game-related feature for a specific game and having a unique identifier of alphanumeric characters associated therewith, said method comprising the steps of:

- (a) offering for sale a set of trading cards, each card having associated therewith a unique identifier of alphanumeric characters, each card also designating a gamerelated feature, there being a plurality of said gamerelated features designated by said cards;
- (b) selling game playing rights to a subset of said set of trading cards to each of a plurality of card collectors, the game-related features designated by the cards of each subset forming a game playing "team" to be managed by the respective card collector;
- (c) registering with a game service provider selected ones of the cards from said subsets of cards, the collector



thereby to placing the game-related features designated by the selected ones of the cards "in play";

- (d) determining current information about each gamerelated feature in play;
- (e) advancing the status of a game between the collectors whose game-related features are in play in accordance with the current information about such game-related features and in accordance with rules of the game; and
- (f) changing the selected ones of the cards which are registered with the game service provider in an attempt to improve the chances of winning a game.
- 2. The method defined in claim 1, wherein no subset of said set of trading cards has a sequential set of identifiers of alphanumeric characters.
- 3. The method defined in claim 1, wherein groups of trading cards within said set designate the same gamerelated feature but each card within a group has a different identifier of alphanumeric characters.



- The method defined in claim 3, wherein different ones of said groups of cards have different numbers of cards.
- 5. The method defined in claim 4, wherein at least one of said groups of cards has a number of cards which is less than the number of cards in each of the remaining groups, thereby increasing the scarcity value of this at least one group.
- 6. The method defined in claim 5, wherein the number of cards in said at least one group is in the range of 1 1000.
- 7. The method defined in claim 1, wherein the identifier of alphanumeric characters for each card includes at least one alphanumeric character which represents a checksum of that identifier.
- 8. The method defined in claim 1, wherein the identifier on each card is represented in machine-readable form.



- 9. The method defined in claim 8, wherein the identifier on each card is represented as a bar code.
- 10. The method defined in claim 8, wherein the identifier on each card is represented as a magnetic stripe.
- 11. The method defined in claim 8, wherein the identifier on each card is represented in a microchip and wherein said microchip includes output means for reading the identifier.
- 12. The method defined in claim 1, wherein the identifier on each card is encrypted, and wherein the method further includes the step of providing the game service provider with a decryption key.
- 13. The method defined in claim 1, wherein the game playing rights to said trading cards are sold to collectors together with their associated physical trading cards.
- 14. The method defined in claim 1, wherein the game playing right to said trading cards are sold to collectors independent of their associated physical trading cards.



- 15. The method defined in claim 1, wherein the gamerelated features include sports players who represent real persons.
- 16. The method defined in claim 15, wherein the persons are currently living.
- 17. The method defined in claim 1, wherein the gamerelated features include fictitious persons.
- 18. The method defined in claim 1, wherein the gamerelated features include fictitious characters.
- 19. The method defined in claim 1, wherein the gamerelated features include fictitious creatures.
- 20. The method defined in claim 1) wherein the gamerelated features include game events.